

AMENDMENTS TO THE CLAIMS

28. (Currently amended) A method for structuring processing an order based on input from an ordering user, comprising the steps of:

creating a plurality of order-related objects including

an object of a first type representing one or more units of one or more items ordered by the user; and

a plurality of objects of a second type representing different mechanisms to process a first aspect of the order required to complete ordering and delivering the ordered units;

establishing a first relationship between the object of a first type and a first of the plurality of objects of a second type; ~~and~~

establishing a second relationship between the object of a first type and a second of the plurality of objects of a second type,

wherein the first relationship indicates that the first aspect of a first portion of the one or more units will be processed by the mechanism represented by the first of the plurality of objects of a second type, and the second relationship indicates that the first aspect of a second portion of the one or more units will be processed by the mechanism represented by the second of the plurality of objects of a second type, and

wherein the first portion is determined by a property of the first relationship as defined based on input from the user, independent of the object of a first type or the first of the plurality of objects of a second type, and the second portion is determined by a property of the second relationship as defined based on input from the user, independent of the object of a first type or the second of the plurality of objects of a second type[.]; ~~and~~

providing a result identifying the first portion of the one or more units to be processed by the mechanism represented by the first of the plurality of objects of a second type, and identifying the second portion of the one or more units to be processed by the mechanism represented by the second of the plurality of objects of a second type.

29. (Currently amended) The method of claim 28, wherein the plurality of order-related objects further include a plurality of objects of a third type representing different mechanisms to process a second aspect of the order required to complete ordering and delivering the ordered units;

the method further comprising the step of establishing a third relationship between the object of a first type and a first of the plurality of objects of a third type,

wherein the third relationship indicates that the second aspect of a third portion of the one or more units will be processed by the mechanism represented by the first of the plurality of objects of a third type, ~~and~~

wherein the third portion is determined by a property of the third relationship as defined based on input from the user, independent of the object of a first type or the first of the plurality of objects of a third type[.], ~~and~~

wherein the result also identifies the third portion of the one or more units to be processed by the mechanism represented by the first of the plurality of objects of a third type.

30. (Previously presented) The method of claim 29, further comprising the step of establishing a fourth relationship between a third of the plurality of objects of a second type and a second of the plurality of objects of a third type,

wherein the fourth relationship indicates that the second aspect of a portion of the third of the plurality of objects of a second type will be processed by the mechanism represented by the second of the plurality of objects of a third type, and

wherein the portion of the third of the plurality of objects of a second type is determined by a property of the fourth relationship as defined based on input from the user, independent of the third of the plurality of objects of a second type or the second of the plurality of objects of a third type.

31. (Previously presented) The method of claim 29, wherein the third relationship is independent of the first or the second relationships.

32. (Previously presented) The method of claim 28, wherein the plurality of objects of a second type represent different methods for shipping an ordered unit.

33. (Previously presented) The method of claim 28, wherein the plurality of objects of a second type represent different destinations to which to ship an ordered unit.

34. (Previously presented) The method of claim 28, wherein the plurality of objects of a second type represent different methods to pay for an ordered unit.

35. (Previously presented) The method of claim 28, wherein the plurality of objects of a second type represent different cost centers that can be assigned to an ordered unit.

36. (Currently amended) The method of claim 28, further comprising the steps of creating an order object representing all units of all items ordered by the user and establishing a third relationship between the order object and a third of the plurality of objects of a second type,

wherein the third relationship indicates that the first aspect of a portion of all units in the order will be processed by the mechanism represented by the third of the plurality of objects of a second type, and wherein the portion of all units in the order is determined by a property of the third relationship as defined based on input from the user, independent of the units in the order object or the third of the plurality of objects of a second type[.], and

wherein the result also identifies the portion of all units in the order to be processed by the mechanism represented by the third of the plurality of objects of a second type.

37. (Currently amended) The method of claim 28, further comprising the step of selecting a third of the plurality of objects of a second type as a default object to process the first aspect of any portion of the one or more units not otherwise accounted for by any relationship between the object of a first type and an object of a second type[.], and

wherein the result also identifies the portion of the one or more units to be processed by the mechanism represented by the default object.

38. (Previously presented) The method of claim 28, further comprising the step of verifying that the first aspect of each of the one or more units will be processed by the mechanism represented by one of the plurality of objects of a second type.

39. (Previously presented) The method of claim 28, wherein the first relationship has a type attribute and a quantity attribute, and wherein the type attribute specifies a type for the first portion and the quantity attribute specifies a quantitative value given by the user for the first portion.

40. (Previously presented) The method of claim 39, wherein the type represents a remainder type for the first portion.

41. (Previously presented) The method of claim 39, wherein the type represents the portion remaining after accounting for any portion determined by any relationship between the object of a first type and an object of a second type.

42. (Previously presented) The method of claim 39, wherein the type represents a maximum portion and the quantity determines the size of the maximum portion.

43. (Previously presented) The method of claim 39, wherein the type represents a percentage of the total and the quantity determines the value of the percentage.

44. (Not entered)

45. (Previously presented) The method of claim 28, wherein the one or more units are determined based on input from the user.

46. (Previously presented) The method of claim 28, wherein the different mechanisms to process a first aspect of the order are determined based on input from the user.

47. (Previously presented) The method of claim 28, wherein the first of the plurality of objects of a second type and the second of the plurality of objects of a second type are determined based on input from the user.

48. (Currently amended) A computer program product, residing on a computer-readable medium, for use in structuring processing an order, the computer program product comprising instructions for causing a computer to:

create a plurality of order-related objects including

an object of a first type representing one or more units of one or more items ordered by the user; and

a plurality of objects of a second type representing different mechanisms to process a first aspect of the order required to complete ordering and delivering the ordered units;

establish a first relationship between the object of a first type and a first of the plurality of objects of a second type; and

establish a second relationship between the object of a first type and a second of the plurality of objects of a second type,

wherein the first relationship indicates that the first aspect of a first portion of the one or more units will be processed by the mechanism represented by the first of the plurality of objects of a second type, and the second relationship indicates that the first aspect of a second portion of the one or more units will be processed by the mechanism represented by the second of the plurality of objects of a second type, and

wherein the first portion is determined by a property of the first relationship as defined based on input from the user, independent of the object of a first type or the first of the plurality of objects of a second type, and the second portion is determined by a property of the second relationship as defined based on input from the user, independent of the object of a first type or the second of the plurality of objects of a second type[.]; and

provide a result identifying the first portion of the one or more units to be processed by the mechanism represented by the first of the plurality of objects of a second type, and identifying the second portion of the one or more units to be processed by the mechanism represented by the second of the plurality of objects of a second type.

49. (Currently amended) An ordering system comprising:

a user interface permitting a user to select one or more units of one or more items to be included in an order, select a plurality of destinations for delivering the one or more units items in the order, and select a plurality of payment mechanisms for paying for the order; and

an order processing module programmed to:

create a plurality of objects representing ~~provide representations of the one or more units of one or more~~ items in an order, the one or more destinations to which the items are to be delivered, and the one or more payment mechanisms for paying for the order;

establish relationships between individual portions of the objects representing the one or more units of one or more ~~representations of~~ items and individual of the objects representing ~~representations of~~ destinations; and

~~establish relationships between portions of the objects representing the one or more units of one or more items in an order ordered items and individual of the objects representing representations of payment mechanisms,~~

~~wherein each of the established relationships is between individual of the representations of items and individual of the representations of destinations are independent of the objects related by the relationship relationships between portions of the ordered items and individual of the representations of payment mechanisms[.]; and~~

~~provide a result identifying the one or more units of one or more items to be delivered to each selected destination, and identifying the portion of the order for which each of the selected payment mechanisms is to be used.~~

50. (Currently amended) A method for ~~structuring processing~~ an order based on input from an ordering user, comprising the steps of:

creating a plurality of order-related objects including

an object of a first type representing one or more units of one or more items ordered by the user; and

a plurality of objects of a second type representing different mechanisms to process a first aspect of the order required to complete ordering and delivering the ordered units, the first aspect selected from a group consisting of payment method, shipment destination, and shipment method;

establishing a first relationship between the object of a first type and a first of the plurality of objects of a second type; and

establishing a second relationship between the object of a first type and a second of the plurality of objects of a second type,

wherein the first relationship indicates that the first aspect of a first portion of the one or more units will be processed by the mechanism represented by the first of the plurality of objects of a second type, and the second relationship indicates that the first aspect of a second portion of the one or more units will be processed by the mechanism represented by the second of the plurality of objects of a second type, and

wherein the first portion is determined by a property of the first relationship as defined based on input from the user, independent of the object of a first type or the first of the plurality of objects of a second type, and the second portion is determined by a property of the second relationship as defined based on input from the user, independent of the object of a first type or the second of the plurality of objects of a second type[.]; and

providing a result identifying the first portion of the one or more units to be processed by the mechanism represented by the first of the plurality of objects of a second type, and identifying the second portion of the one or more units to be processed by the mechanism represented by the second of the plurality of objects of a second type.